

Nick van Santen

Soon to be a BSc. Physics and Astronomy graduate at the University of Amsterdam. Developed my problem-solving and math skills throughout the bachelor's. During the minor programming, extra curricular courses and personal projects I developed both my programming skills and a great interest in modelling and simulation.

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EDUCATION

University of Amsterdam, Amsterdam — *BSc. Physics and Astronomy*

September 2017 - July 2021

Extracurricular courses:

- Algorithms and Complexity
- Minor programming
- Modelling and Simulation

BSc. thesis:

Understanding the structure of protoplanetary disks. This is achieved by running monte carlo radiative transfer simulations of millimeter wavelength light in the protoplanetary disks and then analyzing the polarization flux of the outgoing light.

Kaj Munk College, Hoofddorp — *Atheneum (Nature & Health/ Nature & Technology)*

September 2011 - June 2017

PROJECTS, see github.com/Nickvs99

Living world — *C#, Unity*

A procedural generated tile-based world populated by driving cars and sailing boats.

MusicMatch — *python, django, JavaScript*

A webapp, which provides the ability to easily compare and listen to other peoples music taste.

Solar system — *C#, Unity*

A procedural generated planetary-system.

AmstelHaege — *python*

As a group project, develop several different optimization algorithms to optimize the problem at hand. These include: greedy, hill-climber, simulated-annealing and evolutionary algorithms.

LANGUAGES

- Dutch
- English

PROGRAMMING LANGUAGES

- C#
- JavaScript
- Python

HOBBIES

- Programming
- Running